Project Report

Team Members:

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**Project Description:**

The projects implements a reverse game using ASCII characters to display the board and pieces, using standard reverse rules. The project was broken up into a few subtasks tasks: player input, move processing/validation, and display of the updated board. The player enters the desired move and the new board is calculated and drawn to the screen. The board is stored as a two-dimensional array implemented with a one-dimensional array.

**Challenges:**

**What Was Learned:**

**Algorithms and Techniques Used:**

The project required heavy use of iteration over arrays with looping. This was done by mapping the board coordinates [x][y] to the index [8y+x], so [0][0] maps to [0], [1][0] maps to [8], etc. Iteration over the arrays was done with looping by conditionally branching. This was the primary technique used for all operations. Continuously repeating portions (i.e. getting next player input) were also achieved using non-conditional branching.